

16 Jan 86

Notes

8601/1a

860

101

052

~~1304~~

16 Jan 86

1304

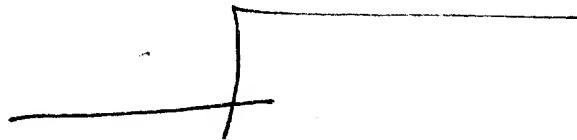
1430

Eval ~~1304~~ 2

Bill
Monitor: Fred
FT Meade, MD
16 1304 JAN 86

PI little wave
AV POW Camp

155455
171455



52 smooth B

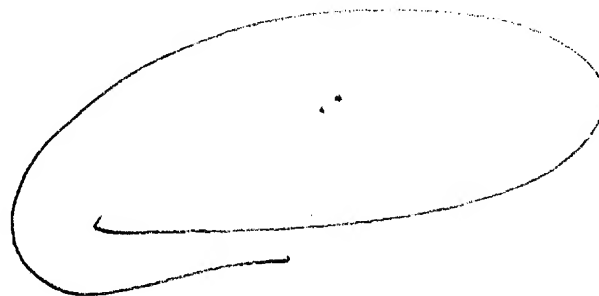
A across
blat
hard

A up down
ang
across

B structure

155455

171455



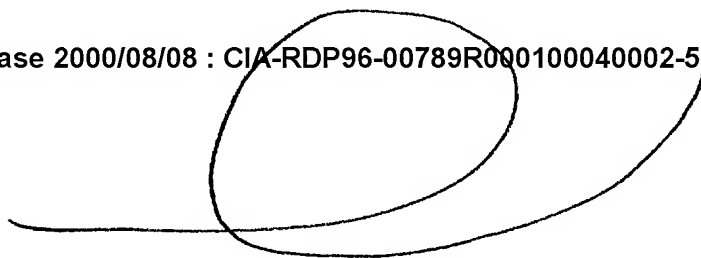
A cylinder
hard

B —

A across
plus
B water

155455

171455

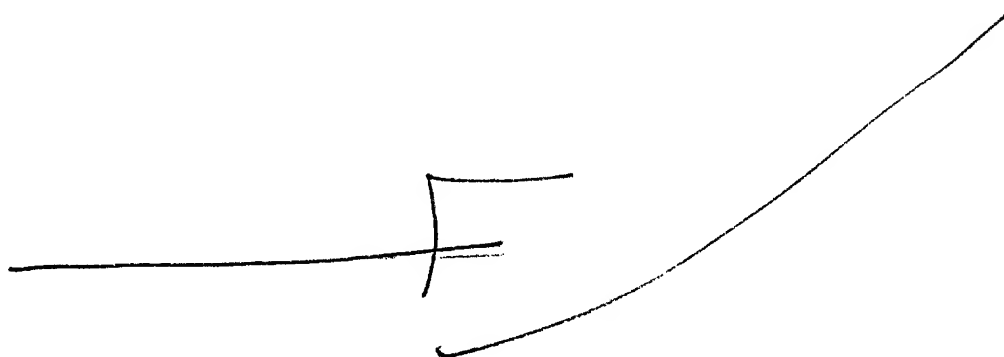


a across
curry up
curry down
across
hard

B —————

155455

171455



A across
hard
cold

B —————

A up/across
hard

a structure

A sloping up
hard

B land

Brown
gray
smooth

ACL Bunk
spotted

ACL Bunk
clean
clean

rough
across
green
rutted
clean
clean smell
unpl

ACL Bunk
unplung
smell

hunny smell
white
gray
sh. luck sand
wid
dressed
open
sleepy up
sunny
cold

AI Break
make me feel
uncomfortable.
Not quite right

52
heavy
high
hard
large
granular

AT Break
I'm impressed.
but a little
solemn, awed.

high
wide
enclosed
smooth

AT Break
windows

structured S- 4
Built S- 4
triangular

Break

plume
plumeting
plunging
soft
quiet
clear

AOL Break

AOL Break
Cancelled

large
lofty
stretching
Total

wide
around
open
sloping up

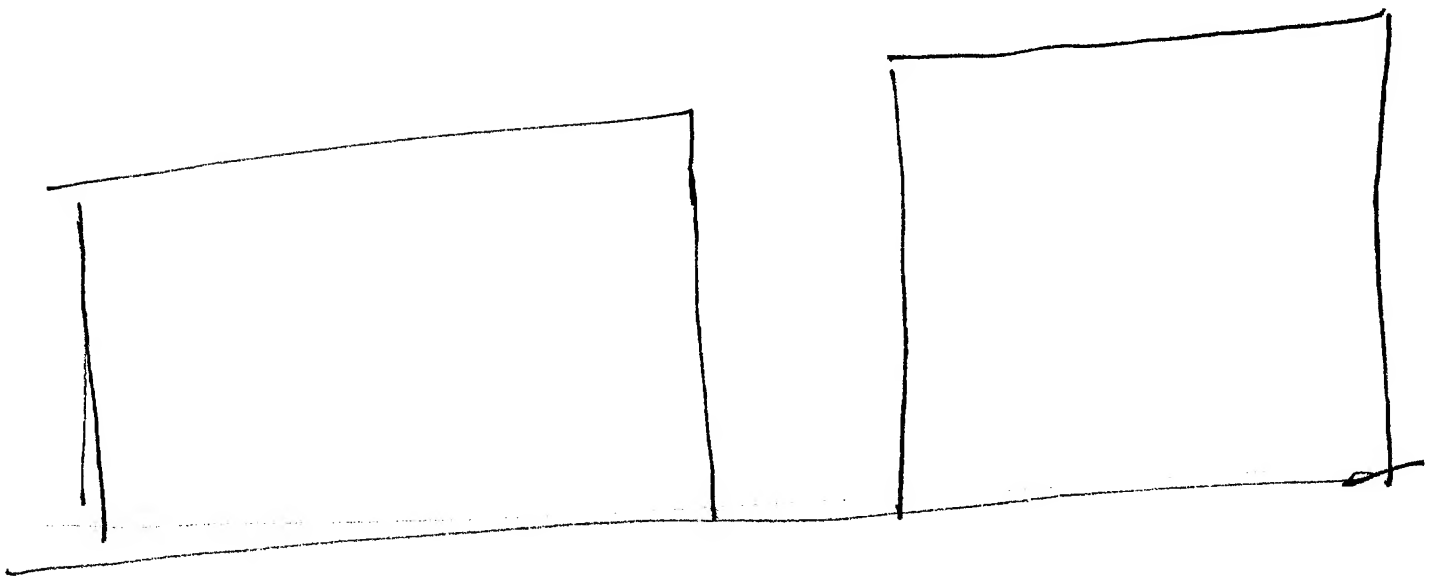
heavy
high
large

granite

high
enclosed
wide

smooth

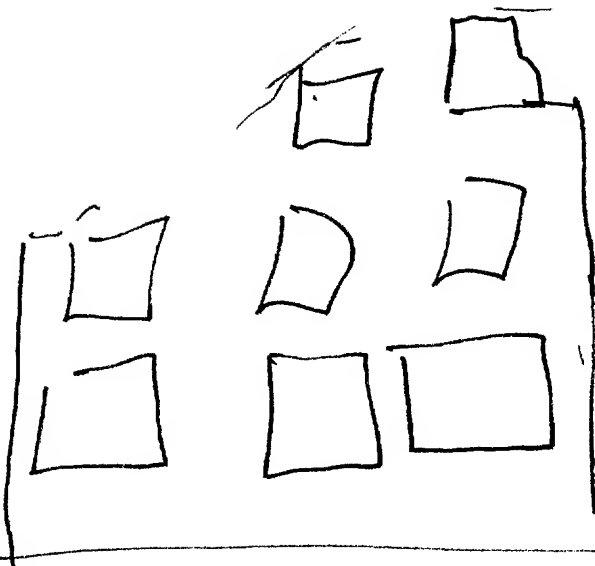
SK



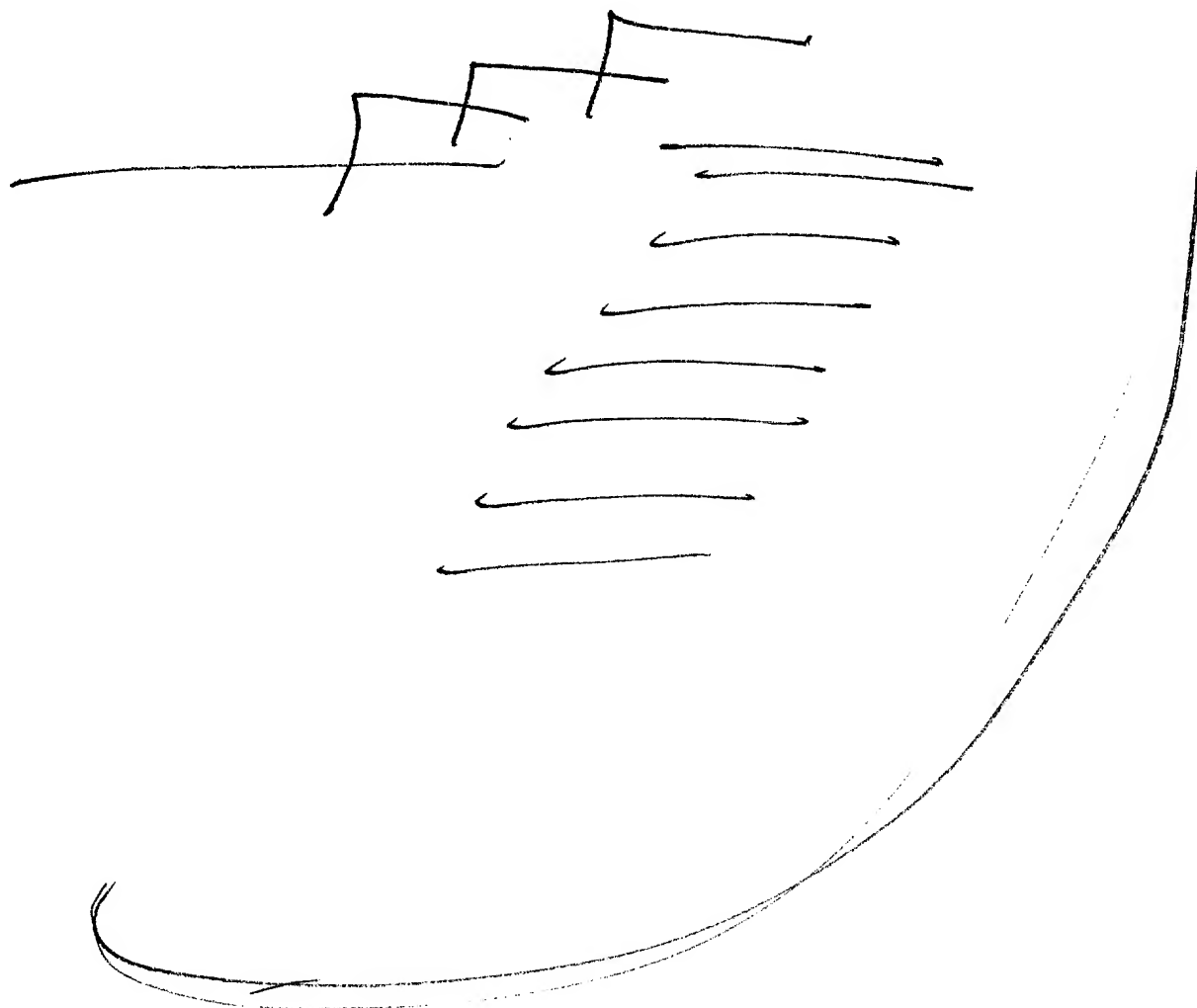
AOL SK

AOL
SK

AOL 3rd
Berlin 1945



155 4 55
171 455



A across
flat,
hard
men much

B structure

A up / across
up / across
up / across
hard
smooth

B structure

A down
ACROSS
RUNNING ALONE
HARD
MAN MADE
B structure

A curving around
hard
man made
B structure

S 2
white
gray
lavish
loom
rough
textured
pitted
used S-4
enough S-4
CLOSED S-4
HEAVY
TIERED
STRUCTURES S-4

DI Break
omniscient
feeling
waiting for
the other shoe to drop

curly
Heavy
THICK
congealed
LASTING

HEAVY

HEAVY

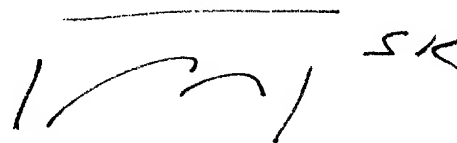
LASTING

AI BREAK
Feal ATTRACTED,
Feal AFRAID

BUILDING

COMPOUND

FACING



#.

MIRAGE

LONG
NARROW
LOW

OPEN
ENCLOSURE

DESIGNED
PURPOSE

people

AI Break

Don't
fully sit
feel uncomfortable
very a game.

Adrenaline is

52

AOI

AKS

QUIET
SOMBER
WAITING
EXPECTING
LOOKING
HOPING
RESTIVE

COMMON BOND
LINKED

TENACIOUS

BLUE

COOL

SIMILARITY

DUNGEON-
LIKE
QUALITY

SET UP

TOWERS
PITS



ELECTRO MAGNETIC

SLK

SK



EAR MARKED
CONTROLLED

SHADOWY

Closed
 SEPTIC

AI Break
 & feel lines

INTERLOCKING

(V cell 4)

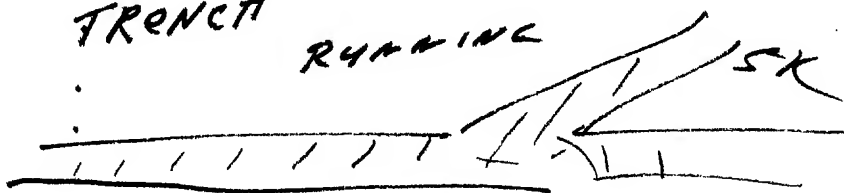
TRAUMA

VERY LOW

VERY LOW

TRENCH

RUNNING



COLLERIED
 HURRIED

MEASURED

FROST

AOL Peak
 FRONT

AI Break
 This is a very
 strange place

AOL Best
 Blue people

PI
 Telling
 should

52

ACL

13,
AP

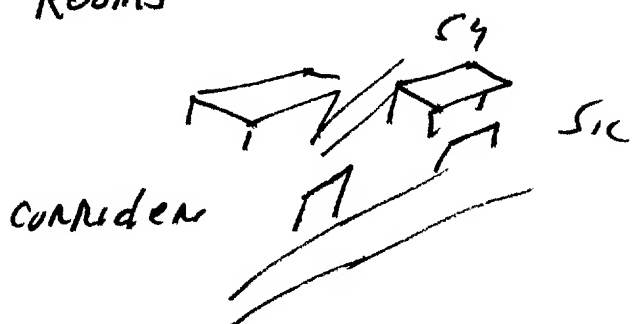
BUILDING

MULTI-STORIED
LARGE
OPEN

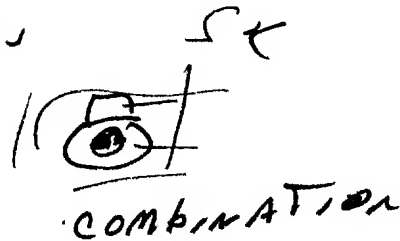
RE-ORIENTED
PURPOSE
SCIENTIFIC FEELING

SENSE
OF
ENERGY

ROOMS



LOCKS



ATTIC
STAIRS



OPEN

ASCENDING

CROSS

52

AO L

14
ALC

CONTROLLED

CONTROLLED

HAVEN

WAITING

FORMULATING

STRANGER LIGHT

AO L Break
underground
facility

TINTED

EQUIPMENT
STORAGE

MAZE
LIKE

1 Heavy

Heavy

TRUNCATED

BREAK

AOL

15

SHADOWY

PRIOR EMANATIONS

FIGHT

IMMATERIAL

TRANSLUCENT

LARGE

OMINOUS

COOL

ENCLOSED

FLICKERING

DUCKY

DARK

DEER

e

AOL GREEN
DEAD

There are two different types of structures at the site. one may best be described as a building; interconnected, interrelated and perhaps with a series type quality.

The second type of structure is lower, also probably in a series of some sort and reminds me of a trench

Site has a very closed feeling, a dungeonlike quality. people are quiet, somber waiting. This is not your fun type place.

Here Trauma is a tangible thing. Mirage and Shadowing are terms that seem to apply. To me, Site has a surrealistic quality. Like a tortured painting of Dante's inferno

ENDS

1430 HL

OBJECTS
EMANATIONS ?

WALLS
CELLING
TUNNELS
LINES
LAB, BRITH

CLOSED
ATTRIBUTES
EMANATIONS ?

DARK
FOR BODING

CLOSED
ATTRIBUTES ?
EMANATIONS

TIME
PURPOSE
COLLECTED
CONTROLLED
LOCKED
LEFT
LINKED

CLOSED

18

SUBJECTS

P

EMANATIONS.

AT Break
depressed

CLOSED
SUBJECTS ?
EMANATIONS.

Death

CLOSED
TOPICS
EMANATIONS?
divided
segregated
STOP
CENSOR